MAG

THE AUSTRALIAN ATARI GAZETTE

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August 1991

11th August 10:30am start.

3rd ANNUAL MIDI MAZE MEETING

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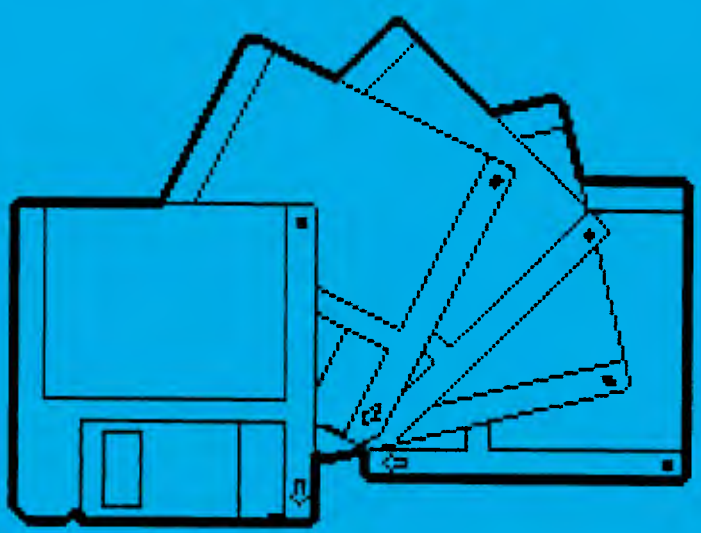

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Monthly Journal of the MELBOURNE ATARI COMPUTER ENTHUSIASTS INC.
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MACE Meetings

Dates	Themes
11th August	
8th September	
13th October	Rummage Sale
10th November	
8th December	Annual BBQ

Special Thanks:

PH Computers of Dandenong has again donated a selection of 8 Bit and 16 Bit software to the Club. We sincerely appreciated this offer.

This month'sTopics:

Midi Maze and other ST products

MACE 1982- 1991

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Copy Deadline

for SEPTEMBER 1991 issue:

11th AUGUST 1991

Meetings start at **10:30am** in rooms R2/3 in Rotunda building,
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(ring between 7pm and 9pm only, please as they need their sleep and they have volunteered for these positions).

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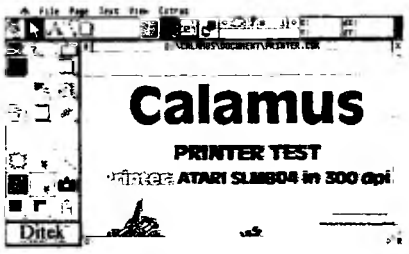

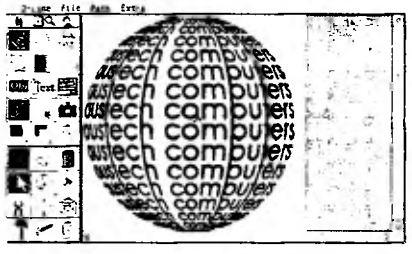

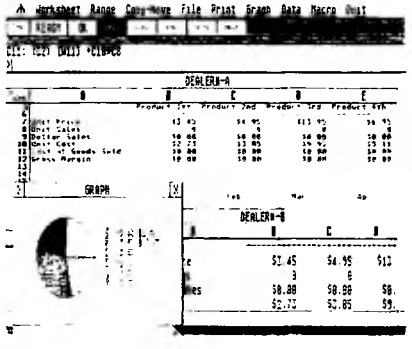

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Editorial

In the new era of MACE I would like to welcome in the new committee. The presence of midi is certainly upon us.

The incoming committee will need some assistance from members to establish the course of MACE. I urge all members to help and support the club in offering some part of your time to get things operating.

The ST meeting section of the club sees Ron Cork taking that well earned rest from running that early session for members. I believe that members will appreciate all the hard work Ron put into making this section of our Sunday gather a success. Lucas Lozo will be offering his time and expertise in getting the ST meeting off the ground again.

At the last meeting members were able to see the new Atari TT in operation. Surely at the meeting members had views on this machine. Write in and let's know what you thought. We would like to thank Lucas and Joe for bringing this machine along.

I would urge members that are thinking about taking up the MACE bulk purchase on Hard Disk Drives and Supermons to send in their cheques as soon as possible as we would like to order these in the near future.

For those people using the STWRITER word processing program. The MACE library now has the latest version (4.0) in . It has a very good adaption to the older version and the newer GEM version. For a person who was brought up on Atari Writer this is a very easy change over. Ask Tehn Yit, the ST librarian about this.

The MidiMaze group are at it again with their annual meeting this month. Come along with your computer, cables etc and join in on the fun. Details below on this.

To end I would like to call upon members to keep in mind that with the ST library, if you review a disk for the MACE magazine you are entitled to get a copy of any disk in the library(bring your own disk). This enables other members to be more aware of what is held and it also test out some of the programs. Ask the committee for details.

Til next time.....

3rd Annual Midi Maze Meeting
August 11th

Yes it's that time of year again.

Bring your ST for some MEGA MULTI USER COMBAT.
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You need your keyboard, monitor, joystick and at least 1 midi cable.
Please bring more if you have them as some people don't.

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Beginners Tips

by Mark Butler

Overseas:

While reading through one of the exchange magazines, DACE, I came across this article.

Well done Alf on your articles over the years. Certainly people are reading them.

Alf at the Australian Atari Gazette has a "Beginners Corner" and although most of it is very introductory it is amazing how you run into things all the time that you never thought of. He tells how to solve one of the problems that has vexed me for a long time. Since I have a hard disk I end up with lots of directories, and although I try very hard not to let them proliferate – it happens. Well when I am 5 or 6 directories down and I want to close the windows I think it is a pain to click on the little "close box" in the upper left corner several times, and wait for the directory to scroll down each time. Well Alf showed me a better way, by pulling down the "File" menu and selecting "Close Window" you can close the window no matter how far down you are.

As part of my own little "beginners corner" I thought I would mention about "Install Application". I have talked to several people who have no idea what it is for. All "install application" does is to automatically run a program when you click on one of its files. For instance, you can select (one click) GFABASIC.PRG then select "install application". It asks you what extension the data files are. You type in GFA and select GEM (GFA is a GEM program). When you "save desktop" you will now be able to double click on any .PRG file and it will automatically run GFA basic and load the desired file.

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8th July 1991

Dear PageStream User,

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PageStream is now fully supported in Australia by Grass Valley Computer Wholesalers and the advantages to you are numerous:

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Block and batch **capitalise**, block change to upper and lower case, **flow** text around irregular objects, full colour separation, drawing tools including **Bezier curves**...

In short, PageStream 2.1 will **amaze** you!

Phil Reeves.

P.S. Initial upgrade stocks are extremely limited and we expect enormous demand for this exciting new version of PageStream.
I urge you to upgrade to Version 2.1 as soon as possible.

Yours sincerely

Phil Reeves
Managing Director
Grass Valley Computer Wholesalers

Upgrading to the new Page Stream V2.1

Question: Who can upgrade to the new Page Stream 2.1 ?
Answer: Anyone currently owning a version of Page Stream V1.0 through to V1.82

Question: Do I have to order my upgrade through Soft-Logik in the United States?
Answer: No, you can now upgrade to Page Stream V2.1 without sending any money overseas.

Question: How much will it cost to upgrade to Page Stream V2.1?
Answer: Upgrades to Page Stream V2.1 will cost $Aus 110.00 until September 1st 1991.

Question: Should I have returned my Page Stream registration card to Soft-Logik in order to upgrade to page Stream V2.1?
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Question: How about if I am not using any version of Page Stream at the present time, but would like to purchase the new Page Stream V2.1 to take advantage of the huge range of features only available with Soft-Logik Page Stream V2.1 Desk Top Publishing package?
Answer: Contact your nearest Atari dealer, or contact Grass Valley and we will put you in touch with your nearest Atari dealer that can supply you with the new Page Stream V2.1 for $Aus 399.00.

Question: What is included in the upgrade pack to the new Page Stream V2.1?
Answer: The upgrade pack to the new Page Stream V2.1 includes a new manual, a quick start manual, a quick reference guide and 4 disks containing Page Stream V2.1.

Atari ST Page Stream V2.1 Upgrade Form.

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WORD PROCESSORS/DTP

(Reprinted from: Feedback SA.)

When people purchase their new Atari ST computer they normally get a disk included with the 1st word program.

Considering it costs the purchaser nothing it would have to be good value. This word processor does quite a good job for limited applications, many make do with it and venture no further to other programs. Also some get themselves in a tangle installing the printer driver and saving doc files. The further advanced program called 1st word plus is a good program and probably the most popular one in use today in Australia.

At the other end of the scale is Word Perfect and MS Word, very powerful and popular word processors for the IBM and clones, also available for the ST. Then there is Signum, Microsoft Write, (some love it, some hate it, including me) Protext, and more recent releases, Word Flair and Script.

They are all good depending on what you want to do with them.

But if you are like me and don't need all the bells and whistles on the "top end" programs, but need something that seems "crash proof" easy to use, and with a good instruction book, then go and buy Word Writer St by Timeworks. (don't confuse this with the P.D. word processor with a similar name) Although it has been around for many years now, it is just so simple to use and has some good features such as:

keyboard operations shown on the bottom of the screen, page formatting more reliable than 1st word plus, a built in spell checker and thesaurus, print spooler and an instruction book anyone should be able to follow, (something unusual in the computer world)! It was available for under $100 at Dick Smiths,

who unfortunately are now no longer stocking Atari ST equipment.

This article is being written on the above program.

There are several people in our club now using a desktop publishing programs. I wonder how many type their documents straight into the program like I did for some time ?. If you are, try doing it another way. This would not normally apply to a small document.

Try typing into a word processor to get your document sorted out, then import it to the DTP program. This can be done in any word processor and saved as an ASCII file. But when you do this all the formatting is lost. Still OK but it takes a while to reformat it.

If you have 1st word plus or word writer ST and pagestream or Calamus, (Calamus will also take MS Word and Word Perfect) it is quite simple to import documents which will retain their formatting.

This can also be done if you are still using Publishing Partner, I have not used it for some time, but as I can recall docs can only be imported as an ASCII file.

Some people will disagree with me on the above method an claim there is no advantage. Well that's fine. I used to see it that way too until I made the change. Old habits are often hard to change aren't they? What seems best for one person might seem different to another.

OK you may well ask, why bother using two programs when one will do. Fair enough question. Well of course one will do the job, but a lot of you are probably like me and use computers as a challenge and mainly as a hobby so you like to enjoy as easy as possible . We used to cut lawns with man powered lawn mowers (perhaps some keen souls still do) but I find it one hell of a lot easier using one with an engine driving it, the end result is the same, you just find the job is easier. The following are some of the things I consider are advantages:

1 It gives you practice using your word processor (so you don't need practice) ?

→

WORD PROCESSORS/DTP (Cont)

2 Spell checking is easy, although pagestream has one I find it poor (so you don't make spelling errors)? I envy your skill.

3 Writing, deleting, formatting, are also much quicker and easier, (so you don't find this necessary) ?

4 Word processors don't normally "crash" or lock up like DTP programs. (but yours never locks or crashes) ? You must use a different program to me.

5 Much faster to type in, that can be debated depending on your typing skills, (never had pagestream redraw and keep redrawing when it takes a fit) ?

6 Much faster to do a draft print out to check your work and make changes (So you don't have to make any changes) ?

When you have the article how you want it, use the "import" section of the DTP program it is quite simple, you can either import to your prepared pre laid out page which you load in first or you can do the design later.

No doubt someone has noticed an odd spellinge mistooks in the end result of an article I have produced, that's because I have made last minute changes in the DTP program and have not checked it properly. But mostly it is because the computer is playing up and produces incorrect letters!!!

The hours I wasted in the early days, slaving away at the DTP program trying to get it right and about the time I was about to save it "crash !" and all was lost. I realise a lot of "lockups and crashes" are caused by fiddling with different sections of the program and people who use these regularly and on a professional level say they seldom have any trouble. But then if we don't fiddle with different features, how are we supposed to learn any more new features, many of which are not in the instruction book, even if they are you probably can't understand them anyway.

Each time I produce an article for Feedback I try do do something a little different to learn more about the program. Not having any journalist background or brilliant skills in this department, maybe my problems are different to yours. I find it necessary to go over articles several times, and still often don't get exactly what I aim for.

So do some experimenting, often what seems difficult to do in DTP becomes quite simple when you discover, or someone shows you a new method

Bob McEwin

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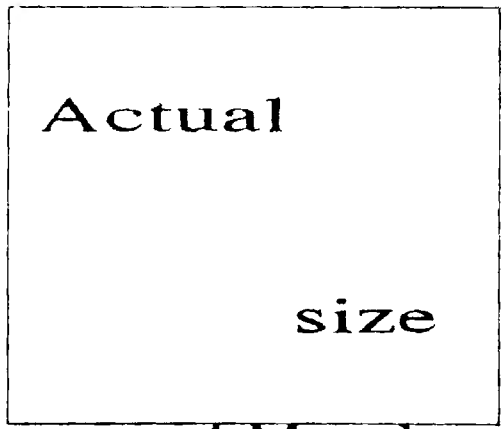

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* * GFAGEN10 . . . Brian LEHNE * *

GFA.BASIC Version 3. Tips from one who has learnt the hard way - No.10

* LAST MONTH'S QUESTION *

Can you PUT Graphics on the Right Half of the Screen when changing from LOW to MEDIUM Resolution??.

TING

* ANSWER *

YES!, the hint was in the use of 'PUT' in the question.

Draw the reguired graphics on the Left Side of the Screen then use GET & PUT to transfer to the Right side - of course this is best performed in Memory.

* MONO OWNERS *

Sorry once again.

* WHAT SHOULD WE DO *

Make sure to Set the Resolution to LOW before entering GFA Basic.

* XBIOS(5) & BMOVE *

We will use XBIOS(5) to Control the Screens & BMOVE to move them around. With XBIOS(5,L:Par1%,L:Par2%,W:Part3%) the first parameter is the LOGICAL Screen, the second parameter the PHYSICAL Screen & the third parameter the RESOLUTION, any value of -1 will cause no change to be made at that location.

```
Cls
Hidem
  ++++++++++++++++++++++++++++ SETUP THE SCREENS ++++++++++++++++++++++++++++++
Dim Screen%(Div(32255,4))
Screen_1%=Xbios(3)                                              ! Screen 1 *
Screen_2%=(Varptr(Screen%(0))+255) And &HFFFF00                 ! Screen 2 *
Low_rez!=False
If Xbios(4)=0
  Low_rez!=True                 ! Save this condition for restoring Rez later *
  ~Xbios(5,L:-1,L:-1,W:1)                        ! Change to MEDIUM Rez (W:1) *
  Setcolor 3,0                                  ! Correct the COLOR confusion *
Endif

  IF  we don't enter On error gosub Errors  AND  On break gosub Tidyup  ELSE
  we may cause a horrible mess  ENDIF.
On error gosub Errors
On break gosub Tidyup

  ++++++++++++++++++ PUT SOMETHING ON SCREEN 1 TO LOOK AT ++++++++++++++++++++
Print At(5,12);"WHILE YOU ARE LOOKING AT THIS I AN BUSY";
Print " DOING SOME GRAPHICS IN MEMORY"
Print At(12,15);"I HAVE ADDED A PAUSE TO ALLOW TIME FOR YOU TO READ THIS"

  ++++++++++++++++++ WORK ON SCREEN 2 & STILL SEE SCREEN 1 ++++++++++++++++++++
~Xbios(5,L:Screen_2%,L:Screen_1%,W:-1)
Boundary 0
Graphmode 1
Color 1
Defline 1,1,0,0
Deffill 3,2,2
  ++++++++ DRAW RIGHT SIDE OF SCREEN ON LEFT SIDE & THEN GET & PUT IT +++++++++
Pbox 0,0,319,199
```

```
Col_1&=1
Col_3&=3
Rad&=30
Restore Y_pos
For J&=0 To 3
  Read Y&
  Deffill Col_1&,2,8
  Pellipse 0,Y&,Rad&,Rad&*0.4
  Pellipse 160,Y&,Rad&,Rad&*0.4
  Swap Col_1&,Col_2&
  Add Rad&,20
Next J&
Graphmode 2
Deftext 2,0,0,24
Text 2,50,"TING GRAPHICS ON THE"
Text 2,100,"REEN AFTER SWITCHING"
Text 2,150,"TO MEDIUM RESOLUTION"
Draw 0,0 To 319,0 To 319,199 To 0,199
Line 318,0,318,199
Line 317,0,317,199
Deffill 0
Pbox 0,165,110,177
Draw 0,165 To 110,165 To 110,177 To 0,177
Line 109,165,109,177
Line 108,165,108,177
Get 0,0,319,199,Temp$
Put 320,0,Temp$
  ++++++++++++++++++++++ NOW DRAW THE LEFT HAND SIDE ++++++++++++++++++++++++++
Graphmode 1
Deffill 3,2,2
Pbox 0,0,319,199
Draw 319,0 To 0,0 To 0,199 To 319,199
Line 1,0,1,199
Line 2,0,2,199
Rad&=30
Restore Y_pos
For J&=0 To 3
  Read Y&
  Deffill Col_1&,2,8
  Pellipse 319,Y&,Rad&,Rad&*0.4
  Pellipse 160,Y&,Rad&,Rad&*0.4
  Swap Col_1&,Col_2&
  Add Rad&,20
Next J&
Graphmode 2
Text 12,50,"THIS IS A DEMO OF PUTT"
Text 22,100,"RIGHT SIDE OF THE SC"
Text 22,150,"FROM LOW RESOLUTION"
Deffill 0
Pbox 200,165,319,177
Draw 319,165 To 200,165 To 200,177 To 319,177
Line 201,165,201,177
Line 202,165,202,177
Print At(27,22);"PRESS <ANY KEY> TO CONTINUE"
Delay 5
Vsync
Bmove Screen_2%,Screen_1%,32000    ! Move the Graphics to the PHYSICAL Screen *
Lpoke Xbios(14,1)+6,0                                  ! Kill the Key Presses *
~Inp(2)
~Xbios(5,L:Screen_1%,L:Screen_1%,W:0)          ! Put the Screens back in order *
```

```
Al$="* AS WE PUT THE ST TO BED *  ¦ ¦       Bye once again  ¦"
Alert 0,Al$,1,"GFAGEN10!",Void
@Tidyup

Y_pos:                                                    ! Y_pos: <Label +
Data 30,55,95,150

  * PROCEDURES *

  >>>>>>>>>>>>>>>>>>> ERRORS <<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
  ------------------------------------------- Simple ERROR handling Procedure
Procedure Errors
  If Fatal
    Cls
    Print "A FATAL ERROR HAS OCCURED BYE FOR NOW"
    Pause 100
    @Tidyup
  Endif
  @Alert_rez(True)                          ! Branch & change back to Low Rez *
  Al$="ERROR # "+Str$(Err)+" has occured  "
  Alert 0,Al$,1,"* RATS *",Void
  @Alert_rez(False)                        ! Branch & change back to Medium Rez *
  On error gosub Errors
  Resume Next
Return ! eeee
```

An 8 BIT PRODUCTION INTRODUCTORY B.A.S.I.C PART 7

by Owen Brown
(using an Atari 130XE and Atari Writer Plus)

In the last April issue, I covered (in Part 6) the actual generating of the Tattslotto numbers and the printing out of them in a specific layout - I hope you have typed it in and added it to the existing 'master program' and run it and 'monkeyed around' with it.
Apology:

Before proceeding with the 'new' section, I must offer my apologies for a small error in Part 6.
On the very bottom line of 'eg. 2b.', on page 37 (ie. line no. 1120) it should read "GOTO 1060"
Perhaps you picked it up - you may have realized that by sending the program back to the 'initializing' line, the program was never going to 'increment'.
It was probably not a 'tragic' error as I did go on to use the other '2a.' version in my continuing program.
It is always poor to have errors appear however, as it leads to doubt and confusion, especially for beginners. and I can only plead lack of time and a 'proofreader' to check my articles.

* NB. We could at this time. engage in another 'screen-clear'at line 1002 - This will clear the screen of all writing and present a clear screen for the actual tattslotto program to be presented on.
** Please remember that the 'clear' symbol (which is an 'arrow') is an Atari Character and does not print out on most printers. What you will see is a 'blank' or a 'curly bracket'.
Please insert thr following now.....

```
1002 PRINT"}"
```

* Remember that Line No. 10 of the program has a 'clear-screen' statement as well and that unless the Editor has hand-drawn the 'arrow' it will print out as a blank or as a curly bracket.

Now on with the new article.

In the last article I said we would take a look at (1) putting a business name on our ticket (2) put numbers or letters on our lines and (3) write a 'charge' for the tickets sold. This I now intend to do below - read on McDuff.

Step 1.
ESTABLISH WITHIN THE PROGRAM, CERTAIN LINES OF CODE WHICH STATE THE BUSINESS NAME AND ADDRESS OF THE SELLING AGENT.

We could insert this anywhere in the program but I have chosen to start at line 795 as (a) it removes an unnecessary line of program and fits in there, and

(b) it is just prior to the tattslotto number generating section which we hope eventually to have printed out to paper.

* Remember, call up the 'master program' and add in these lines.

```
785 REM - YOU MUST FIRST ALTER LINE NO. 600 TO READ ....GOTO 790
790 PRINT "}"
795 PRINT "FRED & WILMA'S"
800 PRINT "TATTSLOTTO AGENCY"
820 PRINT "HIGH ST.DINGLEY"
840 PRINT "  T. 345 9876"
860 FOR DE = 1 TO 800:NEXT DE
```

NB. The above names and addresses can be changed to anything you want.

STEP 2(a).
PUT INCREMENTING NUMBERS AT THE BEGINNING OF EACH OUTPUT LINE OF TATTSLOTTO NUMBERS.

To give an appearance of:..

```
1.  44 7 9 15 12 23
2.  9 12 19 4 36 37
3.  13 4 7 41 28 3
                etc.
```

* Remember to have the master program loaded - then add the following line of code.

```
1035 PRINT B;".  ";
```

- Hey, how simple can things get! -

Explanations:
(a) The 'B' actually represents an incrementing number from '1' to whatever the number of boxes selected was (ie. 'N'). It prints out '1' the first time around and '2' the second time around and '3' the third time around and so on.
(b) The first semi-colon just makes sure the next statement prints immediately after the 'B'.
(c) The speech marks enclose a 'full stop' and two blank spaces - which separates out the 'title numbers' and the actual line of 'tattslotto numbers.

STEP 2(b).
SUBSTITUTE INCREMENTING LETTERS OF THE ALPHABET AT THE BEGINNING OF EACH ROW OF TATTSLOTTO NUMBERS.

To give an appearance of:...

```
A.  4 7 9 15 12 44
B.  9 12 3 19 36 37
3.  2 4 8 12 27 34
                etc.
```

** NB. This is a more difficult and more demanding aspect of programming - it requires involvment in READ/DATA structures.

...If you are already a bit 'shakey' then perhaps you may be wise to omit '2(b)' - if on the other hand you are coping and are raring to go then type in the following...CAREFULLY!

```
1022 DIM A$(1)
1030 READ A$
```

SUBSTITUTE THE ABOVE LINE 1035 (IN 2(a)) FOR THE FOLLOWING NEW 1035 LINE

```
1035 PRINT A$;".  ";
```

AND INSERT INFORMATION IN A 'DATA' LINE AS FOLLOWS

```
1130 DATA A,B,C,D,E,F,G,H,I,J,K,L,M,-1
```

Explanations:

(a). Remember you need to 'dimension string variables'. There is only one letter (ie. either an A or a B or a C etc.to be stored) and therefore we put a "1" in the brackets in line 1022. If we were going to use the words 'one, two, three' etc. then we would need to put the number "3" in the brackets.

(b). In line 1030 the word 'READ' actually makes the computer 'Read' the next unused piece of information that is in the 'DATA STATEMENT' - where ever it is, and store it in RAM memory under the name of "A$" for later use. * It does not take much to work out that the first time 'around', the computer reads the letter "A" from the 'DATA' line into memory and calls it "A$". Then the program 'prints' the letter "A". The second time 'around' the computer reads the next letter (ie. "B") and stores it in memory under the name of "A$", THEN 'PRINTS' THE LETTER "B" - and so on.

* Believe me, there are many ways of doing this sort of 'process' - and I tried a number - mostly getting it wrong and messed up - so PLEASE DO THIS ACCURATELY.

.....

Just to give you a glimpse at the thought processes when starting this type of programming - some people may have proposed making line..'1030 READ A$,B$,C$,' etc. (which is quite a legitimate instruction in some cases). In this instance however, it just prints up lots of "A's".

.....

(c). The '-1' on the end of line 1130 simply stops the program running out of data - which it does not like doing.

STEP 3.

WRITE A BILL CHARGING CUSTOMERS FOR THE NUMBER OF ROWS (BOXES) OF NUMBERS BOUGHT.

! CLUE !

As we (ie. the computer) stores the number of 'boxes' requested by the customer under the variable of "N", we can simply multiply "N" by whatever the charge per 'LINE OF 6 NUMBERS' happens to be.

The beauty of this is that we don't have to call up the 'listing' and alter the charge for each customer - the computer does it for us. ...Mind you, if the rates change, we will have to change the program.

* Remember, call up your "master program" and then enter the following....

```
1190 PRINT "----------------"
1192 PRINT:PRINT
1194 PRINT "----------------"
1200 PRINT NAM$;" THE COST FOR YOUR SPECIAL NUMBERS IS
";N*39/100;" DOLLARS".
```

Explanations:

(a). 'NAM$' is the variable that stores the persons entered name.

(b). The formular is simply multiplying "N" by "39 cents" and then dividing the result by 100 to convert to dollars.

(c). Note that there is a space inside most of the speech marks in order to space out the printed out data.

(d). We have used lines around No. 1200 simply because it is after the number-generating section and it fits in there - it could go in a number of places.

::

I feel we are doing pretty well at this stage and we can probably start to congratulate ourselves that the light at the end of the tunnel has appeared.

BUT! as they say on "LOST IN SPACE" **WARNING-WARNING**

Experience tells me that the time for most mistakes is when you get over confident - we have some distance to go yet - so hang in for a few more 'episodes' and stay alert to the dangers of the incestuous "compubug".

As a small aside:

in the same way that teachers advocate breaking big tasks down in to manageable steps (and thats what we have been doing of course) I would also advise that a lot can be gained by analyzing existing programs to find solutions. That is use the 'wheel' rather than spend your time reinventing it.

It is often relatively easy (given perseverence) to 'fathom' paths and patterns in routines and programs which would have been well beyond us to create from scratch in the first instance. This is in fact an age-old tool in teaching maths and english concepts - ie. if you can't work out the solution to the problem, reduce it to level whereby you can intuitively get the answer, and then "work out how you got the answer".

It sought of gives you a new slant on the task and gets you up and running. Once you have deciphered the process, you can go back and apply it to the harder examples - or in computing terms, " if you can find a solution, or partial solution elswhere, and can pull it apart and get to understand it. you may well find other applications - previously beyond your reach.

Below is the entire program up to now, including part 6 (from last article) and part 7 (from above).

BYE FOR NOW - GOOD COMPUTING

Owen

CHOW!

```
10 ? "↑"  ~CLEAR SCREEN
20 GRAPHICS 2
30 REM WE CAN USE COLOUR STATEMENTS AS IN APPLE - BUT WE
DON'T HAVE TO.
40 DIM NAM$(15)
60 ? "PLEASE ENTER YOUR NAME AND PRESS RETURN KEY"
80 INPUT NAM$
100 POSITION 3,2:? #6;NAM$;"'S"
120 POSITION 3,4:? #6;"TATTslotTO"
140 POSITION 3,7:? #6;"O O O O O O"
160 PRINT NAM$;" THIS IS YOUR TATTSLOTTO PROGRAM - BUT FIRST
THE CHECK !"
180 FOR DE=1 TO 2000:NEXT DE
200 PRINT "WHEN YOU PAYED YOU WERE GIVEN A PIN No.etc."
220 FOR DE=1 TO 2000:NEXT DE
240 PRINT "YOU WILL BE ASKED FOR THESE CODES SOON - BE
PATIENT "
260 FOR DE=1 TO 2000:NEXT DE
450 REM CLOSE OF GRAPHICS
470 GRAPHICS 0
475 ? "A.O.K."
480 REM START OF SECUITY PROG
485 REM SETTING LIMIT ON TRIES
490 LET X=0
495 PRINT "↑"
500 PRINT "PLEASE ENTER SECURITY PIN NO."
520 INPUT PN
528 X=X+1
534 IF X=3 THEN GOTO 3000
540 IF PN=3130 THEN GOTO 550
545 GOTO 500
550 DIM PW$(10)
555 X=0
560 ? "YOU ARE THROUGH THE 'PIN' - NOW ENTER YOUR PASSWORD"
580 INPUT PW$
588 LET X=X+1
594 IF X=3 THEN GOTO 3000
600 IF PW$="ACDC" THEN GOTO 790
620 GOTO 560
700 REM END OF SECURITY PROG
785 REM ** DON'T FORGET TO ALTER LINE No. 600 TO READ
'.....GOTO 790'.
790 PRINT "↑"
795 PRINT "FRED & WILM'S"
800 PRINT "TATTSLOTTO AGENCY"
820 PRINT "HIGH ST.DINGLEY"
840 PRINT "T.123-9876"
860 FOR DE=1 TO 800:NEXT DE
1000 REM START OF TATTSLOTTO PROG
1002 ? "}"
1010 ? "PLEASE ENTER THE NUMBER OF BOXES (ROWS) YOU WANT ( 12
OR LESS ) AND PRESS <RETURN>":INPUT N
1020 DIM A$(1)
1022 FOR B=1 TO N
1030 READ A$
1035 PRINT A$;".  ";
1040 FOR T=1 TO 6
1060 PRINT INT(45*RND(1))+1:" ";
1080 NEXT T
1100 PRINT
1120 NEXT B
```

```
1130 DATA A,B,C,D,E,F,G,H,I,J,K,L,-1
1140 FOR DE=1 TO 1000:NEXT DE
1160 REM * LINE 1140 JUST LEAVES THE NUMBERS ON THE SCREEN
FOR A WHILE, INSTEAD OF FLASIHNG OFF IMMEDIATELY.
1165 REM * IF YOU DON'T WANT PEOPLE TO VIEW YOUR NUMBERS,
JUST DELETE LINE 1140
1190 PRINT :PRINT :PRINT
1195 PRINT "————————————————————"
1198 PRINT
1200 ? NAM$;" THE COST IS ";N*37/100;" DOLLARS"
1202 PRINT
1205 PRINT "————————————————————"
1210 FOR DE=1 TO 600:NEXT DE
1980 REM END OF TATTSLOTTO PROG
2020 REM START OF CLOSING GRAPHICS
2021 REM OPTION 1.
2032 REM DON'T FORGET TO REMOVE THEM BEFORE YOU BUILD ON TO
THE MASTER PROGRAM
2035 GRAPHICS 2
2040 POSITION 3,2:? #6;NAM$;"'S"
2060 POSITION 3,4:? #6;"TAttslOTTO"
2080 POSITION 3,7:? #6;"O O O O O O"
2090 REM OPTION 2
2100 ? "THANK YOU ";NAM$;" FOR USING OUR SYSTEM"
2110 FOR DE=1 TO 1200:NEXT DE
2120 ? "WE HOPE YOUR NUMBERS ARE LUCKY"
2125 FOR DE=1 TO 1200:NEXT DE
2130 REM OPTION 3
2140 GRAPHICS 4+16
2145 REM IN GRAPHICS MODES OTHER THAN '1' AND '2' YOU MUST
INCORPORATE A "COLOR" STATEMENT
2150 COLOR 1
2160 PLOT 32,8:DRAWTO 24,16:DRAWTO 30,16
2170 COLOR 2
2175 REM DIFFERENT COLOR STATEMENTS GIVE DIFFERENT COLORS
2180 DRAWTO 24,24:DRAWTO 30,24
2190 COLOR 3
2200 DRAWTO 30,30:DRAWTO 24,30
2220 DRAWTO 30,36:DRAWTO 36,36
2240 DRAWTO 40,30:DRAWTO 34,30
2260 DRAWTO 34,24:DRAWTO 40,24
2280 DRAWTO 34,16:DRAWTO 38,16
2300 DRAWTO 32,8
2360 FOR DE=1 TO 2200:NEXT DE
2380 REM OPTION 4
2400 LET X=2:LET C=1:LET Y=2
2420 X=X+1:C=C+1:Y=Y+1
2430 IF X=78 THEN LET X=2
2434 IF C=3 THEN LET C=1
2436 IF Y=46 THEN LET Y=2
2440 COLOR C:PLOT X,Y
2460 GOTO 2420
2480 REM LINE 2400 ASSIGNS VARIABLES TO X & Y COORDINATES -
WHICH ARE INCREMENTED IN LINE 2420
2484 REM 2430-2436 RETURNS VARIABLES TO ORIGINAL VALUES WHEN
THEY GET TOO HIGH
2500 REM END OF CLOSING GRAPHICS
2940 REM POSSIBLE REUSABLE ROUTINES
2980 GOTO 3020
```

Operation Firefight

Falcon Mission Disk II

(U.S.A)

Review

This review is reprinted from the Fargo Moorebead Atari Newswire, April edition. The author is unknown. FMAIG UFFDA is a user group located in Moorebead, Mn.

The sun was setting behind the hangar of "Home Base" as Major "Wildman" Gregory staggered toward the Ops building. It had been one hell of a fight, and the term exhaustion just barely covered the way he felt at this moment. As he considered his recent victories, he recalled how different this moment was from what he had anticipated. There were no cheers from the other members of the base, no hoist up to the shoulders of his fellow pilots, no closing theme music. But there was a sense of peace, of great responsibilities that had at last been met, of accomplishment.

Mission Disk II of Falcon accomplishes more than providing a different geographical location to fly around in, or a different range of enemies to shoot at. Suddenly, one of the greatest flight simulators ever developed becomes a "strategy game". Added to the original scenario is a sense of immediacy, urgency, and long-term tactical decision making. In simpler terms, this is a whole new ball game!

The veteran Falcon pilot will no longer be satisfied to complete a couple of missions and then power down and call it a day. Not with enemy tanks closing in on his HQ., migs and Hind helicopters attacking his supply lines and friendly forces, and continuous assessment from his radio controller regarding the current tactical picture. There are twelve missions outlined in the Mission Handbook, and failure to complete one of the missions doesn't result in failure. As in real life, your earlier or later achievement may compensate for that one mistake, ("should've gone after those Hinds on full afterburners and nailed them before they destroyed my tanks!"). And, unfortunately, as in real life, there's no walking away from this contest.

In a game of this calibre, one would expect a SAVE function that would allow you to return to combat after you did something in the "real world", such as going to that job that got you the money to purchase this software! But this mission only saves the pilots specifics regarding medals and completed missions, as well as previously destroyed targets. The main object of the game, which is to allow your forces supply lines to build up your friendly tanks until they exceed the enemy by 30, is lost at power down. The software is unable to save the constantly fluctuating number of enemy and friendly tanks, so it just resets the number to the starting point.

Aaaarrrggghhhh! Never start this game unless you have no appointments or other responsibilities for several hours. If you don you'll have the best game in your life, right up to the time you have to lose it all and leave. Aside from the advancement which makes Falcon push you to achieve an elusive goal, several other improvements are worth the "new" threat to you. Armored Mi-24 Hind helicopters.

These tank killers, which are very similar to the Apache Gunship, are a real challenge to face, particularly when they've evaded all your on-board missiles. In a cannon dogfight, you face an opponent who is flying close to your stall speed, and if you think you'll just go straight at him with your guns blazing, meet another improvement, the MID-AIR Collision. Mig 21s and 27s arealso on hand to try and ruin your day, and just when you thought it was safe to go back in the air, there's the ever present danger of a SAM attack.

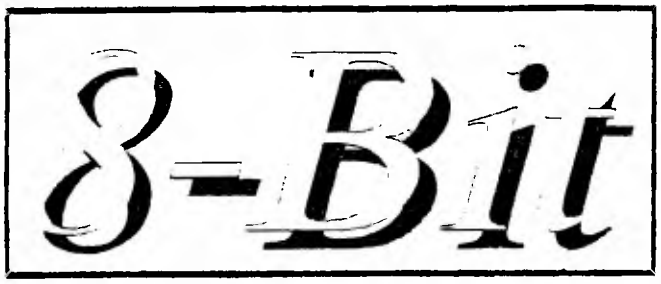
You can now re-arm and refuel at either of your two airbases, and you have some additional improvements to your F-16s weapons systems.

Despite the lack of a proper save game feature, I strongly recommend this addition to all F-16 pilots. The enemy is closing fast, and we could use a few good men. This is also the only western Air Force currently accepting women combat pilots.

Definition of the Day -

Progress: Man's ability to complicate simplicity.

```
3000 ? "YOU ARE A CROOK -POLICE":END
3020 PRINT "PROGRAM IS OK"
3040 REM POSSIBLE END OF PROGRAM
5000 END
```



The 8-Bit European Scene

by Ed Hall
Reprinted from (FRIDAY)ANTIC, APRIL 1991

(Ed is our subscribing member from Yellowknife, N.W.T. Canada)

When first ANALOG and then ANTIC folded, I panicked. Living in a small community in the Canadian Arctic, I had met only one other 8-bit Atari user in 7 years (and that was my cousin in California). ANTIC and ANALOG were my lifeline to the Atari community, but (as so frequently happens in life) I never fully appreciated them until they were gone. What was I to do now? Desperately I sent off letters to a handful of user groups across the continent...and that's how I ended up becoming a subscribing member to AAAUA. You folks don't realize how great it is to have ready access to hardware, software, and a group of friendly, helpful users. I'd give plenty to be in your shoes.

Anyway, in the course of my effort to link up with other Atarians, I discovered one long-standing Atari magazine still in existence. It devotes two-thirds of each issue to the 8-bit line, and the other third to ST's. It comes out bimonthly on coated stock, and features reviews, type-in listings, and letters from readers. The publisher has an extensive PD library and also sells not only commercial software but also books. Sound interesting?

The publication is New Atari User, and it's put out by Page 6 Publishing of England. It's a quality magazine and well worth investing in if you're a die-hard 8-bitter.

One of the most interesting aspects of this magazine is the insight it gives us into the European scene. The software available from advertisers is a very mixed bag. There are many old titles still being flogged at comparatively high prices -- stuff that most North American users would probably turn up their noses at -- PacMan, Kaboom, Donkey Kong, Caverns of Mars, Castle Wolfenstein, etc. I even recognized a number of titles still for sale there, but widely available from reputable public domain libraries.

On the other hand, you will also find a plentiful number of games that have never been released in North America. The biggest problem is separating the wheat from the chaff. Some, of course, are dogs; but some are among the best ever released for our beloved Atari machines. Take for example, Zybex and Draconus. Zybex is a horizontally scrolling shoot-em-up and Draconus is a maze-type game with many screens to navigate through. Their graphics, to my eye at least, resemble those found on many games for the ST -- the ones with hard-edged metallic hues. The musical score from both games is very good, and in fact rather typical of software coming from Europe -- a sort of synthesized rock music.

Want more? There's a game called Black Lamp released by Atari in 1989. Why they never saw fit to release it on this side of the Atlantic, I don't know, but it's a fine fantasy/arcade/adventure game.

Did you know that there is a version of Arkanoid for our 8-bit Ataris? It's extremely well-done, and worthy of a place in anyone's library.

One of my favorites is a game called Phantom. It's a low-cost Gauntlet clone with nice graphics and an irresistible tune. It's marred only by a somewhat sluggish joystick response.

Although these are the only games with which I have first-hand experience, no doubt there are many others which are equally good. On the negative side (from our point of view at least), tape drives are still in wide use in England, with the result that some games are available only on tape. However, the best ones are also available on disk.

If you'd like proof of the quality of software available in Europe, check out some of the demos that are now becoming available in PD collections here. There are programmers (young kids mostly) who are doing things with their 8-bit Ataris that you never would have dreamed possible. The demos come from such unlikely places as Holland and Poland, and often are not in English. The New Atari User has just added another such demo to its PD collection. It's called the Top Demo, and of it they say, "If this were run on a monitor alongside an ST, we guarantee no one would be able to tell the difference." It may sound like hype, but having seen other demos I'm ready to believe it.

A common feature of these demos are huge scrolling messages (called "greetinx") from these wonder-kids to their buddies. Unfortunately, their exuberance sometimes spills over into scatology, but if you're willing to overlook this, the demos can be an eye-opening and ear-popping experience. One of them, called the Big Demo, has an entire disk-side of sampled music which is so good you won't (as the disk boasts) believe your ears.

But in spite of all this exciting stuff, the 8-bit Atari scene is waning in Europe just as it has waned here. The New Atari User is beginning to utter the same sort of editorials that Nat Friedland wrote in the last days of Antic. So, if you're a hardcore 8-bit enthusiast, I urge you to subscribe to New Atari User and check out the European scene. Don't wait until it's too late.

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Continued on

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(Publisher note: the above monies are in English pounds. The exchange rate changes sometimes daily and in today's paper it was $1.79 (American) for each English pound. You would multiply the amount shown by the rate of exchange to figure what the cost to you would be.)

HEAR YE, HEAR YE.

(D.A.CE)

New Products

by David Schreiber
Reprinted from PHOENIX, June 1991

UNIVERSAL NETWORK provides Local Area Networking for ST's with networking operations running in the background. Universal Item Selector III can be used as a file system interface. US price $89.95 per node. A&D Software (800) 800-2563.

TURBO20 is a 20 Mhz accelerator board from Fast Technology, P.O. Box 578, Andover, Mass. (508) 475-3810. US price $329.

DENNIS PALUMBO FONTS, Disk #4 is available for PageStream and Calamus. Dennis Palumbo, 104 Barrymore Blvd., Dept. T, Franklin Square, New York, NEW YORK 11010. (516) 352-5605.

DISTRICT OF COLUMBIA SHOWER, big brother to DISTRICT OF COLUMBIA ShowIt, shows text files, graphics files, ARC's, and more. Double Click Software, P.O. Box 741206, Houston, Texas, 77274. (713) 977-6520.

STIPPLE is a graphics file viewer/translator which handles ST and non-ST graphics formats.

DESKJET UTILITIES PAK is new for users of Hewlett-Packard printers. Software Development Systems.

PRINTER INITIALIZER is a printer control program from Missionware, 354 N. Winston Dr., Palatine, ILLINOIS 60067-4132. US price $24.95

CALAMUS FONT GUIDE is a 75-page book covering Calamus fonts from 13 designers and the public domain. US price $19.95. Public Domain Corporation. (205) 745-5980.

GEMC+ TOOLBOX is a C programmer's assistant. Structured Technology, Inc., P.O. Box 1704, Spring, Texas 77383-1704.

DESKCALC is a new scientific calculator program with more than 65 functions. Structured Technology, P.O. Box 1704, Spring, Texas 77383-1704.

SUPER STACY ST/PC/GCR is a Stacy 4 combined with a 121 Mb hard drive, AT Speed, the PC emulator, and Spectre GCR, the Macintosh emulator. US price $3995. Carter Graphics and Computers, 914 West Sunset Blvd., St. George, Utah 84770. (801) 628-6111.

Upgrades

PAGESTREAM 2.1 has been released. Soft-Logik, (314) 894-8608.

NEODESK is undergoing an upgrade to 3.02 (patch program is on Taf.296). A few small bugs in 3.01 have been fixed and the "hooks" have been included for 2 new desk accessories which work with NeoDesk. CASS NEODESK allows a GEM program to open a window containing the complete NeoDesk desktop, thus giving users access to all the NeoDesk functions while still inside the GEM program. ITEM CHOOSER allows the user to select all the files in an open NeoDesk window which meet given criteria.

UNIVERSAL ITEM SELECTOR has been upgraded to Vers. 3.3, which is compatible with the STE and TT. Several other enhancements have also been added, including keyboard equivalents, easier file functions, and access to ARC and graphics viewing through DISTRICT OF COLUMBIA Show-er. A*D Software. (800) 800-2563

INFORMER II, the database program for data and graphics is now at Vers. 2.03. A demo version has been released to the public domain. Soft-Aware Unlimited. (714) 982-8409.

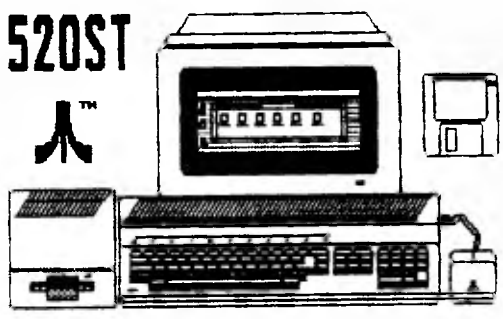
QUICKST 3.0 adds power to 2.2 and includes support for the STE and TT. US price $34.95. QuickST 2.2 is still being sold.

G+PLUS 1.5, the enhancement for GDOS, has been released. CodeHead Software, P.O. Box 74090, Los Angeles, CALIFORNIA 90004. (213) 386-5735.

MULTIDESK 2.2 includes support for the TT. CodeHead Software

PIZZAZZ PLUS, the multi-media display program, is now at Vers. 2.06.

ST WRITER ELITE 4.0, the public domain word processor, includes support for the TT. [Editor's note: The latest version I have seen is 4.2.]



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